



Spring Classic 2024

TOURNAMENT RULES

Southern Nevada Soccer Association presents the Spring Classic 2024 tournament, to be played May 17-19 at Heritage Park in Henderson, NV. The following rules govern tournament play:

REGISTRATION:

Registration for the Spring Classic 2024 tournament will be hosted by GOTSPORT. All teams need to register online; go to the "Tournaments and Camps" page on the SNSA website to register. The entry fee is \$215 for U7-U8 teams, \$275 for U9-U10 teams, \$325 for U11-U12 teams, \$350 for U13-U14 teams and \$215 for HS 3v3 teams. Each team will receive a minimum of **three scheduled matches**. Teams that do not have at least three scheduled games will receive a fee adjustment. **The entry deadline is May 5, 2024; no refunds after May 10, 2024.**

RULES:

SNSA Non-Tournament rules for the Spring 2024 season apply, except as stated herein:

- The Tournament Committee may modify tournament rules as required. If necessary, no less than two (2) members of the Tournament Committee (with no direct interest in the matter), shall convene to resolve any dispute.
- **All matches shall use opposite-sideline seating, with the home team seated along the north or east touchline.** Players and coaches with SNSA ID cards shall sit or stand within the designated technical area, and spectators shall sit outside the technical area, a minimum of three yards from the touchline. Referees will check ID credentials prior to kickoff.
- **No minimum playing time rules will apply.** We strongly encourage coaches to allow all of the players on their teams to participate in tournament matches, but playing time will not be tracked by referees or league officials.
- **No Plus One rule will apply.** We do expect our coaches to show good sportsmanship and implement tactics to manage the score in a lopsided game. The maximum goal differential per game for tiebreaker scoring is 4, so there is no advantage in defeating an opponent by more than 4 goals.
- **Verbal abuse or intimidation of referees or the opposing team's players by coaches, parents or players will not be tolerated,** and may result in expulsion of the offending team from the tournament at the discretion of the Tournament Committee. *Inappropriate behavior may also result in the team's exclusion from future SNSA tournament events.*
- **Coaches are responsible for the behavior of their spectators.** If a spectator verbally abuses or attempts to intimidate referees, coaches, parents or players, the referee or a tournament official will ask the spectator to leave the field, and will issue a technical yellow card to the head coach. If the spectator refuses to leave, the head coach will be issued a technical red card, and his/her team shall forfeit the match.
- **A red card (or two yellow cards in one match) issued to a player or coach shall result in a one point deduction from his or her team's pool match point total.**
- **NO PROTEST WILL BE CONSIDERED.**

TEAMS:

All players must be registered with Southern Nevada Soccer Association (Henderson United or Southern Highlands United leagues) for the Spring 2024 season. **No guest players or transfers are allowed unless granted an exception by the Tournament Committee.** Tournament officials may conduct a roster check at any time to identify unauthorized players. If a coach initiates a request for a roster check of an opponent, both teams will be subjected to a roster check, and the request must be made prior to the start of the game or prior to the start of the second half. Teams shall play in the age group assigned during the season; a team may be allowed to play up one division or in a parallel age division with approval of the Tournament Committee. Teams are not allowed to play down an age division, even if players are age-eligible to play in a lower age group.

USE OF INELIGIBLE PLAYER:

All players listed on the game card have been pre-screened and approved to participate. If a team uses a player not listed on the game card or a player posing as a player listed on the game card, the player shall be immediately expelled. If an ineligible player is identified and expelled prior to the start of the match, the head coach may be issued a red card, but the match can still be played with an acting head coach. If the use of an ineligible player is discovered after the start of play or after the match has been played, the offending team shall forfeit the match, as well as any prior matches in which the ineligible player participated. The offending team may play additional scheduled matches using its eligible players without further penalty. The head coach of a team using an ineligible player may be subject to disciplinary action at the discretion league officials.

FORFEITS:

A team that is not ready to play at the start time will forfeit the match. Start time will be no later than 10 minutes after scheduled match time. If matches run late, then start time will be 10 minutes after the last match played on the assigned field. In the case of a forfeit, the winning team will be awarded with a 2-0 victory (9 points).

RED CARDS:

Any player or coach receiving a red card will be ejected from the match, and may be subject to suspension for the team's next tournament match. There will be a 1 point deduction from the team's match points for each red card issued. A red-carded player may be replaced in the U7-U10 and HS divisions; a red-carded player may not be replaced in the U11-U14 divisions. A coach who receives a red card or is sent off, and/or any unruly spectators will be required to leave the soccer fields before the match can be resumed. If an ejected coach or spectator refuses to leave the fields, his team shall forfeit the match. *NOTE: the sending-off of a coach by a referee or league official is equivalent to a red card, whether or not a red card is shown to the coach, and will result in a 1 point deduction from the team's match points.*

PLAY FORMAT:

The Spring Classic tournament will use the following play formats:

- U7-U8 = 4v4 (no goalkeeper, four 9-minute quarters)
- U9-U10 = 6v6 (goalkeeper, four 12-minute quarters)
- U11-U12 = 8v8 (goalkeeper, two 30-minute halves)
- U13-U14 = 11v11 (goalkeeper, two 30-minute halves)
- High School = 3v3 (no goalkeeper, two 25-minute halves)

Pool and round-robin matches may end in a draw. Quarterfinal, semi-final and final matches tied at the end of regulation play will proceed to the match tie-breaker rules outlined below.

BRACKET SETUP:

3 Team Finals Pool Bracket

A round-robin format will be used; the team accumulating the most match points will be declared champion. If a round-robin match ends in a tie at the end of regulation play, a penalty kick shootout will be employed to determine the winner of the match. The penalty kick shootout will be conducted as described above in the "Tiebreakers for Matches" section below. The team that wins the PK shootout will receive one additional goal for the purpose of computing match points (e.g., if the game is tied 1-1 at the end of regulation play, the score will be entered 2-1 in favor of the team that wins the PK Shootout).

4 Team Bracket

A round-robin format with three pool matches will be used, and the champion will be determined by the total match points accrued. Pool matches may end in a tie.

5 Team Bracket

A round-robin format with four pool matches will be used, and the champion will be determined by the total match points accrued. Pool matches may end in a tie.

6 Team Bracket (traditional)

Teams will be divided into two pools of three teams and will play matches against the teams in their pool. The two teams accumulating the highest match points in each pool advance to the semifinals and play crossover games against teams from the opposite pool; teams that win semifinal games advance to the championship game. Teams that finish third in their pools play a consolation game.

6 Team Bracket (crossover)

Teams will be divided into two pools of three and will play 3 crossover pool matches against the teams in the opposing pool. The two teams accumulating the highest match points in each pool play each other in a semifinal match; teams that win the semifinal matches advance to the championship game. No consolation game is played in this format.

7 Team Bracket

Teams will be divided into one pool of four teams and one pool of three teams and will play matches against the teams in their pool. The two teams accumulating the highest match points in each pool advance to the semifinals and play crossover games against teams from the opposite pool; teams that win the semifinal games advance to the championship game. Teams that finish third in their pools play a consolation game.

8 Team Bracket

Teams will be divided into two pools of four teams, and will each play three pool games. The two teams that win their respective pools will advance directly to the championship game.

9 Team Bracket

Teams will be divided into one pool of six teams and one pool of three teams. Teams in the pool of six play 3 pool matches; teams in the pool of 3 play 2 pool matches. The two teams accumulating the highest match points in each pool advance to the semifinals and play crossover games against teams from the opposite pool. Teams that win the semifinal games advance to the championship game. Teams that finish third in their pools play a consolation game.

10 Team Bracket

Teams will be placed in two pools of three teams and one pool of four teams. The top teams in the three-team pools advance to a semifinal game; the winner of the four-team pool advances directly to the championship game to play the winner of the semifinal game.

POINT SYSTEM (pool matches):

Pool standings will be determined by the following point system in all divisions:

WIN	6 POINTS
DRAW	3 POINTS
LOSS	0 POINTS
GOALS	1 POINT/GOAL (up to 3 maximum)
SHUT OUT	1 POINT
RED CARD	(-1) POINT from match point total
MAXIMUM PTS/MATCH	10 POINTS (maximum)

TIE-BREAKERS for POINTS (pool matches, all divisions):

1.	Head-to-head competition
2.	Goal differential (max 4 per match)
3.	Goals against
4.	Penalty kick shootout

TIE-BREAKERS for MATCHES (quarterfinal/semifinal/championship matches):

If a quarterfinal, semifinal or championship match is tied at the end of regulation, the following will be used to determine which team will be declared the victor:

U7-U8, HS	U9-U14
<p>Penalty kick SHOOTOUT will be played, with the PK taken from the point on the center circle closest to the goal. The goal shall be undefended.</p> <p>When the referee's whistle signifies the end of the match all players must remain on the field. The coaches will be asked by the referee to give a designated shooter line up. The coach must provide a roster to the referee designating shooters one through four (ONLY PLAYERS ON THE FIELD AT THE END OF THE MATCH ARE ELIGIBLE FOR THE SHOOTOUT). Players must take their shot in proper sequential order.</p> <p>Each team shall alternate shots. The referee tracks the goals scored. If the score is tied at the end of the third kicker for both teams, then it goes to the fourth kicker for each team; if still tied the sequence continues. After the third kicker all PKs are head-to-head. If after the shooting roster has been completed the score is still tied, then the sequence starts over again.</p> <p>All players not shooting shall remain on the sidelines.</p>	<p>Penalty kick SHOOTOUT will be played using SNSA PK rules, (U9-U10 spot is 10yds from goal; U11-HS spot is 12yds from goal).</p> <p>When the referee's whistle signifies the end of the match all players must remain on the field. The coaches will be asked by the referee to give a designated shooter line up. The coach must provide a roster to the referee designating shooters one through how many players are on the field, including goalkeeper (ONLY PLAYERS ON THE FIELD AT THE END OF THE MATCH ARE ELIGIBLE FOR THE SHOOTOUT). Players must take their shot in proper sequential order.</p> <p>Each team shall alternate shots. The referee shall track the goals scored. If the score is tied at the end of the fifth kicker for both teams, then it goes to the sixth kicker for each team; if still tied the sequence continues. After the fifth kicker all PKs are head-to-head. If after the shooting roster has been completed the score is still tied, then the sequence starts over again.</p> <p>All players not shooting shall remain on the sidelines.</p>

KNOCKOUT ROUND ADJUSTMENTS:

If it is known at the conclusion of pool play that a team that advances from pool play to the knockout round (quarterfinal/semifinal/championship matches) is unable to play the knockout round game for any reason (e.g. not enough players, disciplinary action), the next-highest finishing team shall take the place of the team that is unable to play. All other teams in the pool will move up one position for purposes of filling knockout game and consolation game slots.

FORCE MAJEURE:

If matches are unable to be completed due to inclement weather or some other instance of force majeure, the Tournament Committee reserves the right to adjust the tournament schedule and match rules as required, including, but not limited to, a reduction in the number of preliminary matches, a reduction in the duration of matches, or the use of penalty kicks to determine the outcome of matches. ***No refunds will be issued should schedule and/or rules adjustments become necessary due to force majeure.***

AWARDS:

Awards shall be given to the players on the teams placing 1st and 2nd for each age division. The awards will be given at the conclusion of each final match. All players participating in the event will receive a Spring Classic 2024 participation pin.

QUESTIONS:

Direct any inquiries to the Tournament Committee at info@snsasoccer.com.